L Number	Hits	Search Text	DB	Time stamp
1	721	(band$limit$3 or (band near limit$3)) near3 (connector$3 or transmi$7)	USPAT	2003/10/27 16:54
2	552	(band$limit$3 or (band near limit$3)) near2 (connector$3 or transmi$7)	USPAT	2003/10/27 16:55
11	511	((queue with (frame$ or data)) and (loop$3 near3 (data or frame$))) and @ad<19991102	USPAT	2003/10/27 17:06
12	59	((queue with (frame$ or data)) and (loop$3 near3 (data or frame$)) and (phase near3 (filter$3 or network$))) and @ad<19991102	USPAT	2003/10/27 17:10
13	19	(((queue with (frame$ or data)) and null) and (loop$3 near3 (data or frame$)) and (phase near3 (filter$3 or network$))) and @ad<19991102	USPAT	2003/10/27 17:17
14	45	((null near3 template)) and @ad<19991102	USPAT	2003/10/27 17:17
16	45	((null near3 template)) and @ad<19991102	USPAT	2003/10/27 17:18
27	127	((audio near system) and ((bad or corrupt$3) near3 (frame$ or data)) and (buffer or memory or queu$3)) and @ad<19991102	USPAT	2003/10/27 17:29
28	96	((audio near system) and ((bad or corrupt$3) near3 (frame$ or data)) and (buffer or memory or queu$3) and transmi$7) and @ad<19991102	USPAT	2003/10/27 17:32
29	23	((audio near system) and (((bad or corrupt$3) near3 (frame$ or data)) same (buffer or memory or queu$3)) and transmi$7) and @ad<19991102	USPAT	2003/10/27 17:33
33	47	((data or frame$) same (transmi$7 or sen$3) same ((queu$3 or memory or buffer) same null same (bad or corrupt$3 or loss))) and @ad<19991102	USPAT	2003/10/27 17:39
34	1	(((data or frame$) same (transmi$7 or sen$3) same ((queu$3 or memory or buffer) same null same (bad or corrupt$3 or loss))) and ((next near frame) with ready)) and @ad<19991102	USPAT	2003/10/27 17:40